Enter the Konami

SCORE BIG OR STAY HOME

Challenge

Compete with other Super NES NFL Football Gamers for a trip to the 1994 Pro Bowl in Hawaii! Tackle the challenge...start training *now* with NFL Football for the Super NES, and perfect your game plan. Then look for the password in the September '93 issue of Nintendo Power® to get you into the Pro Team "Match-Up" level. After that, it's up to you to score big!

See Official Contest Rules for complete details.

OFFICIAL ENTRY FORM

SCORE BIG OR STAY HOME Challenge

Here's my best score for the Pro Team "Match-Up" level of NFL Football for the Super NES from Konami (America) Inc.:

Seattle Seahawks _____ Points

Konami Pro Team _____ Points

(Photograph enclosed for verification.)
(Print Clearly)

Name _____ Age _____

Address _____

City _____ State _____ Zip _____

Phone No.(____) _____

Send Official Entry Form and signed photograph to: "SCORE BIG OR STAY HOME" CHALLENGE, P.O. Box 23565, Milwaukee, WI 53224.

Entries must be received by November 30, 1993. IMPORTANT: Write the final score of the Pro Team "match up" on the outside back flap of the envelope, or your entry will be disqualified.

Not sponsored by Nintendo. Good luck!

PRINTED IN JAPAN

KONAMI®

SNS-NF-USA

SCORE BIG OR STAY HOME

WIN A TRIP FOR 2 TO PRO BOWL '94 IN HAWAII!

See p.26 for contest details.

Contest ends 11/30/93

How to Play

NFL™

FOOTBALL

INSTRUCTION BOOKLET

SUPER NINTENDO ENTERTAINMENT SYSTEM

WARNING! PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

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Welcome...

to NFL™ Football for the Super NES®. Get ready for an all-out blitz of gridiron action from Konami, featuring all 28 NFL teams. Guide these masters of aerial assault and trench warfare to a championship trophy. To prepare you for the action ahead, we recommend that you read this instruction manual completely, then fasten your chin strap and hit the field.

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Blue 43—Blue 43! 17! Hut-hut!

Snap. CRUNCH! The quarterback runs back five quick steps and scans for an open receiver. His right tackle pulls to help the left guard cut off a safety blitz! They take out the safety and the outside linebacker, but the nose tackle gets past the center. The quarterback reacts quickly—he rolls right and fades back. There! The tight end has cut in to finish the button-hook pattern and will be past his man in a few steps. Cocking his arm, the QB lets fly with a bullet pass aimed at empty field. The ball turns in a perfect spiral. It reaches midfield at the same time as the tight end. He catches it in the numbers and is quickly hauled down by a cornerback. First down! The whistle blows.

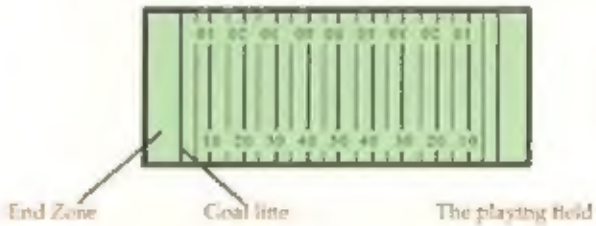
If you love the action and strategy of professional football, then you're going to love NFL™ Football for the Super NES . Now you can lead your favorite team to victory. You call the plays and control players as you take on another friend or a computerized opponent. Everything you need to learn to play the game is included in the following guide. Good luck!

The objective of the game

Because the game of football is very complicated, we aren't going to teach you everything, but we will give you this brief overview. We are going to assume that you have some knowledge of the game already.

Football is played on a field that is 100 yards long. At each end of the field is an end zone. The middle of the field is marked with a fifty (50) yard line. There are lines every ten yards in each direction marked as the 40, the 30, the 20, and the 10-yard lines. The zero lines are called the goal lines. Ten yards past the goal line is the end of the end zone. Every yard on the field is marked by short white lines.

One team has possession of the ball. They are on offense. The team without the ball is on defense. The offensive team has four tries (called "downs") to score by getting the ball across their goal line. The defensive team tries to prevent a score. Every time the offense moves the ball ten yards (in the direction of the goal line) from the point



where they took possession of the ball, then they earn four more tries and get a "first down". If they don't score or get a first down in four tries, the other team gets the ball and tries to score.

Sounds simple, doesn't it? It's a lot tougher than it looks. If you would like to learn more about the rules and regulations, or the history of the game, we recommend that you visit your local library.

How to play

In NFL™ Football, you will pick a team to control from the 28 NFL teams. You call the plays for either offense or defense, then control a player on the field as the action unfolds.

NFL™ Football can be played by one or two players.

Beginning the game

With the Super NES turned off, insert the game pak into the unit. Now turn on the power. When you are ready to begin, press the START button.

Taking control

The Main Menu screen will appear. The Main Menu offers six options: Players, Play Mode, Playbooks, Quarters, Sound, and Weather.

The Main Menu

To make selections from menus:

- Move the control pad up/down to get to the option you want to change
- Move the control pad right/left to make changes for each option

Listed below is a full description of each option.

Players

1 player—Home; you control the home team.
1 player—Visitor; you control the visiting team.
2 players; both of you take control of your chosen teams.
0 players—Demo; you sit back and watch the battle between two computer-coached opponents.

Play Mode

Exhibition; play a game with any two teams.
Playoffs; guide a team from the Wildcard Playoffs to the Super Bowl. The game will randomly select teams for the playoff brackets and you can select which one(s) to coach.
Password; enter a password to return to a saved Playoff season.

Playbooks

Standard; this is preferred by beginners because it lists all the plays in the same order for each team.
Team; the plays that a given team is likely to use are placed in the front of the playbook. Selections are based on the strengths of a team and their coach's style.

Quarters

15 minutes per quarter
10 minutes per quarter
5 minutes per quarter

Sound

Full sound; hear all the banging and crunching, the announcers and the music
No voice; hear the music and sound effects.
No music; hear the announcers and sound effects.
Sound effects (SFX) only; no announcers or music.

Weather

Sunny; perfect weather conditions.
Rain; muddy field conditions.
Snow; snowy field conditions.
Night; stadium with lights turned on.
Auto; randomly selects the weather conditions based on the geographical location of the Home team.

Note: indoor stadiums are not affected by weather.

Selecting teams

When you are done changing these options, press the START button. Then you can change the selected teams. The Home team will be highlighted first. You may select any of the 28 NFL teams. If you choose Playoffs you will go to the playoff tree where you may select any of the eight teams in the Wildcard Playoff round.

- Press the control pad left/right to switch between Home and Visitor.
- Press the control pad up/down to change the teams.
- In one player games press the START button when you have selected the teams you want for competition.
- In two player games both must press START to begin. Player 2 only has control over the right-side helmet (team selection). Player 1 makes all option selections.
- In playoff mode, press START when you have the desired match selected. You will only be able to change the left helmet, but each team will appear twice—once as the Home team and once as Visitor.

Matchup analysis

Teams are rated from A (Excellent) to F (Terrible) in various key categories. A red letter rating indicates which team has the advantage in a given category. When you have had enough time to study the matchup, press START to continue.

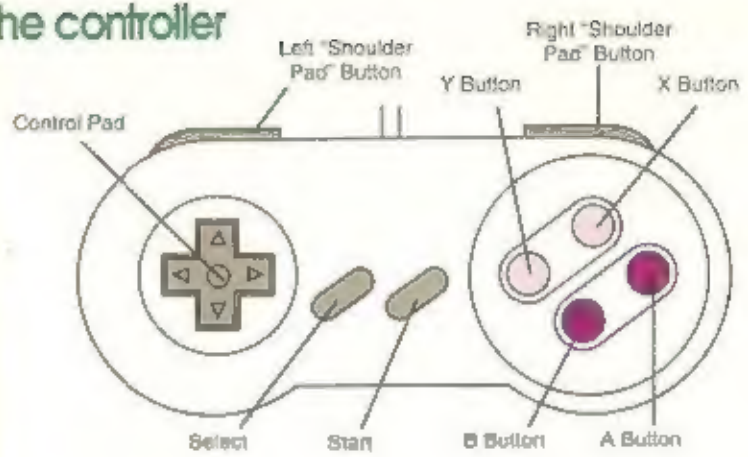
Command summary

This chart will summarize all of the commands you need. It might be helpful to leave this page open when you play the game. Detailed instructions about all of the commands can be found in this manual.

	Y	X	B	A
Kick off	Hold down to kick; release at desired strength			
Receiving kick off				Kneel for touchback
Playbooks*	select option Y	select option X	select option B	select option A
Offense before snap	Hike the ball			
QB; after snap (running)	Spin	High step	Burst of speed	Dive
QB; after snap (passing)	Pass to receiver Y	Pass to receiver X	Pass to receiver B	Pass to receiver A
Ball carrier during play	Spin	High step	Burst of speed	Dive
Defense before snap	select player to control			
Defense during play	Select closest player		Burst of speed	Tackle

* When the playbook is open to the Table of Contents, you can press the Y button to call a time out.

The controller



Left button	Right button	START	SELECT	Control pad Left/Right	Control pad Up/Down
All run to the left	All run to the right			Direction of the kick	
All run to the left	All run to the right			Move the selected player	
View/select recommended play				Turn pages	Change tab sections
Call left audible	Call right audible	Pause	Call time out		
Stiff arm to the left	Stiff arm to the right	Game		Move quarterback	
				Move quarterback	
Stiff arm to the left	Stiff arm to the right			Move ball carrier	
Call left audible	Call right audible		Call time out		
Jump and block				Move selected player	

The coin toss

The Visitors get to make the call when the referee flips the coin. If you are controlling the Visiting team, press the Control pad up for HEADS or down for TAILS.

The kickoff

The loser of the coin toss will always kick off to the winner. There is a flag in the upper corner of the screen which indicates the direction the wind is blowing and how strong it is blowing.

The large football icon in the bottom middle of the screen is the kicking strength and aiming gauge.

- Move the control pad left/right to slide the gauge left or right to adjust for the wind conditions.
- Press the B button to begin the kick. The gauge will start to turn brown.
- Press the B button again to kick. Pressing the B button when the gauge is completely brown will give the kick the most power.

The Kick-off screen

Onside kicks

An onside kick is when the kicking team kicks the ball and tries to take possession of the ball. If the ball goes at least 10 yards, then the first team to get to it can take possession. Press the left or right shoulder pad buttons to make all of the players run toward one side of the field (and try to take possession of the ball).

The kickoff return

One receiver will catch or pick up the ball. A yellow and black marker will appear to show that he is the ball carrier.

- If the ball carrier is controlled by a human opponent, the marker will be a circle with a "+" sign in the middle. (The "+" represents the control pad.)
- If the ball is controlled by the game, the ball carrier is represented by a round marker inside a circle (a "bull's eye").

The team **Matchups** screen (see page 9)

Calling the plays

You have forty-five (45) seconds to call a play and snap the ball. Unless you decide to use one of your three time outs, you'd better act fast—the clock is ticking!

To call a play, you must first open the playbook, select a type of play, select a formation, then finally select a play.

- **Open the playbook** to the *Table of Contents* by pressing the control pad left (or press one of the buttons—X, A or B). (Remember: pressing Y calls a time out when the Table of Contents is showing.)
- **Select a type of play** (or call a time out) by pressing the button (X, Y, A, B) that matches the type you want. For example, press the A button for a pass play.
- **Select a formation.** These are different for offense and defense. Press the corresponding button (X, Y, A, B) for the formation you want.
- **Select a play.** The playbook will open to a page with four plays designed to match the settings you just selected. You can pick one of these by pressing the button (X, Y, A, B) that corresponds to the play you want. You can also turn the pages of the playbook to see more plays.

- Press the control pad left to flip the pages to the left or press right to flip the pages to the right.
- Press the control pad up or down to change to a different "tab" section of the playbook.

Timing

The offense controls the play clock. Once the offense selects a play or closes the playbook the defense will have only a few seconds left before the view switches to the playing field. If the playbook is closed when there is less than 10 seconds left on the play clock there will be no delay—you will go right to the playing field.

If the offense calls a play before the defensive unit has time to call a play, then the defense defaults to their last selected play. A computerized opponent will always make a play selection, though.

Play selection

You will notice on the pages that list plays that one or two plays will have grey backgrounds. These are plays that DO NOT match the type of play you selected. For example, if you selected a pass play, there will be one grey play that is a RUN play. The reason for this is so that your opponent won't be able to tell what type of play you are calling.

Recommended plays

If you want a little help calling plays, you can use the recommended play feature. The Super NES will select a play which fits the situation your team is in, and it marks the play with a "paper clip" in the playbook.

- Open the playbook and then press the left or right "shoulder pad" button.
- The playbook will open to the page with the recommended play. To select that play press the corresponding button.

In 1 player mode the paper clip will only appear in your playbook. In 2 player mode the paper clip will appear in both playbooks.

Calling audibles

The plays on the left and right side of the playbook are also designated as "audibles." You call an audible after the players are lined up on the line of scrimmage (where the play begins). What that means to you is that you can change your play at the last second. For example, if the defense looks like they are set in a pass prevent formation and you had called a pass in the huddle, you can call an audible to switch to a run up the middle and take advantage of the defense's weakness.

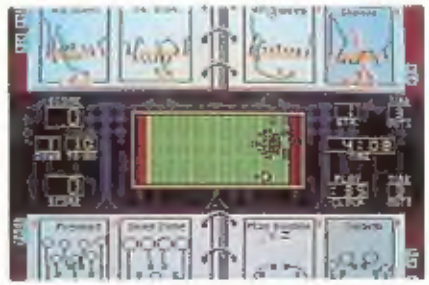
- Call an audible by pressing the left or right "shoulder pad" buttons.
- When you call an audible the cursor will reverse color—yours will be a yellow "+" with a black circle.

"No-huddle" offense

The offense can use a "no-huddle" strategy by opening and closing the playbook quickly. This keeps the defense from having time to respond. If you choose the page carefully when you call a play, you can run a good hurry-up offense. Try this:

- Select a play on first down
- On second down just open and close the playbook (by pressing the control pad left to open then right to close)—if the defense had bad coverage on the previous play, run it again because they would not have time to change. If they had good coverage, call one of the audibles.
- On third down, use the other audible, the same audible or the original play.

Before you know it people around the league will fear you as a master of the hurry-up offense!



The playbook screen

Note the third play in the offensive (top) playbook has a paper clip marking the recommended play. The last play of each playbook is a shaded "audible" play.

Before the snap

A few seconds after the offensive team calls a play the game will switch to the on-field view.

- The game will not wait for defense to select a play if the offensive coach has finished calling a play.

The players line up at the line of scrimmage. If you are controlling the offense, there will be a marker on the quarterback. If you are controlling the defense, one of the players will have a marker.

- You may change the defensive player you are controlling by pressing the X or Y button.

You may call an offensive or defensive audible play by pressing the L or R "shoulder pad" buttons. You may even hear the quarterback call out "green" or "blue" when he's calling the right or left audible! (See *Calling audibles* in previous section for more information.)

- Press the B button to snap (also called "hiking the ball" in football lingo) the ball. Hiking the ball starts the play.
- If you see the game clock running out, press SELECT to call a time out before the snap. If time runs out, the offensive team receives a "delay of game" penalty. (You cannot call a time out if the game clock is not running.)

After the snap

Offensive pass plays

The ball goes to the quarterback. He throws to a receiver or a running back, depending on the play called. Passing requires precise timing and takes practice. Here's how you perform the actions for passing:

- When the ball is snapped, the eligible receivers are assigned letters that match the buttons on your controller—A, B, X or Y.
- Each receiver has a pattern to run, as determined by the play called. Watch the players to see when they are about to finish running their assigned patterns.
- As a player finishes his pattern, press his assigned button to pass the ball to him. For example, if a wide receiver is assigned letter Y and has to run a hook pattern, then watch for the point when he runs down field and turns back to complete the hook. Press the Y button to throw the ball to him.

Use the control pad to move the quarterback while waiting for a receiver to get open.

Primary receiver

- Sometimes you may forget what pattern each player is running, so one player is designated as the primary receiver for each passing play. His line in the playbook will be red, and his letter on the field will be red. When the red letter turns off, press that letter to throw him the ball. Timing is critical, so practice, practice, practice!

Offensive running plays

Running plays are performed by having the quarterback give the ball to a running back or by running himself.

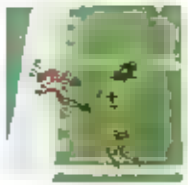
Use the control pad to guide the ball carrier. Follow the pattern diagrammed in the selected play to get the best blocking from your linemen.

Special moves

If you're a big football fan, then you've probably marveled at the great moves running backs make as they're busting through a line or shaking off would-be tacklers. Well now you can perform some of those cool moves yourself.

It's only fair to warn you that if you use the special moves a lot, the defensive players will pick up on it and be prepared. Try a spin move two or three times on the same play and they're going to clobber you!

- Stiff arm an opponent to keep him away from you by pressing the L shoulder pad button (stiff arm to the left) or R shoulder pad button (stiff arm right).
- Press A to dive with the ball, or on a loose ball.
- Thrust forward with a limited burst of speed by pressing B.



Use a stiff arm to fight off would-be tacklers.

- Try a [illegible] to keep tacklers away. Press the Y buttons to see a complete 360° spin (while still moving forward).
- Use a high step to get past the guys diving for your legs. Press the X button to do it. (Like the spin, it's a good evasive move, but it slows the runner down.)

Offensive kicking plays

There are three instances when you might want or need to kick the ball: kickoffs, field goals and punts. See the section titled The Kicking Game (pg. 12) for a description of the kicking controls.

You kickoff at the start of a game, after halftime or after a team scores.

A field goal is scored when the ball is kicked between the upright poles of the goal post (in the end zone on either end of the field). A field goal is usually attempted when you are within forty or fifty yards of the goal line on fourth down — especially if you don't think you're close enough to get a first down. Most kickers can score within the thirty yard line. From there on out it becomes increasingly difficult. A successful attempt from fifty or more yards is rare.

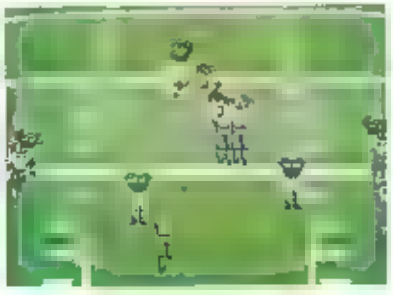
- A successful field goal is worth [illegible]

Punting is a way of turning possession of the ball over to the other team. The object is to get your opponent take possession of the ball deep in their own territory toward your end zone. Then the kicking team goes on defense and tries to keep the offense from moving the ball down field.

A punt generally happens on fourth down when the offensive team is more than forty or fifty yards away from the end zone. If it doesn't seem likely that they are going to get a first down, they should punt. A punt is when you kick the ball down field to the other team.

- A player can catch the punt and run with it. If the person who gets the ball is tackled, that spot becomes the new line of scrimmage and the receiving team starts their turn at offense. The kicking team goes on defense.

Note: When you call a kicking play, the field will begin rotating as soon as the ball is snapped. The kicking meter will appear and begin moving immediately. *Be prepared!*



Kicking a field goal

Defensive plays

The purpose of the defense is to try to stop the offensive team from scoring. You want to keep the offense from gaining any yardage and moving closer to their end zone. Ideally, you want to keep them from scoring a touchdown (moving the ball into the end zone). If you can't do that, you at least want to keep them out of range so they can't kick a field goal.

Once you have selected a player to control (see), you can use a few special moves:

- Gain a burst of speed with the B button.
- Tackle the ball carrier with the A button.
- Jump and block a pass or kick or reception by pressing the L or R "shoulder pad" buttons.
- You may also change the selected player by pressing the Y or X button. This will automatically make the defensive player closest to the ball the active player.

When the Super NES is controlling the offense, the ball carrier will be represented by a yellow circle.

- [illegible]

If you catch a ball in the air that was intended for an offensive receiver, that is an interception. You can press the X or Y buttons to take control of the player that caught the ball and start running with it!

Understanding the playbook

The diagram below will show you what all the symbols mean in the playbooks.

Offense

| = Primary Receiver
| = Eligible Receiver
| = Decoy
| = Ball Carrier
= Blocker

Defense

| = Attack
⋮ = man to man
○ = zone
↓ = read

Terminology

Offense

- Primary receiver—this man is the main target of your pass. He's the guy with the gazelle-like speed.
- Eligible receiver—a player to whom you can throw the ball if the primary receiver is being guarded too closely by the defense.
- Decoy—These are guys who are running pass patterns down field. Their job is to attract defenders away from your primary receiver.
- Ball carrier—the person with the ball. Often referred to by defensive players as "lunch."
- Blocker—a very large man who's main job is to get in the way. His prime directive is to stop all defenders from getting to the guy with the ball.

Defense

- Attack—these brutes barrel through the line to stop the ball carrier.
- Man-to-man—a type of coverage where each defender is responsible for guarding a specific member of the offensive team.
- Zone—in this type of coverage a player has a specific area of the field to guard, rather than a specific man.
- Read—the defender has to watch what the offense does and figure out what type of play the offense is running. This requires quick thinking to react to any situation. The guys who aren't good at this are usually found over by the water jugs.

SCORE BIG OR STAY HOME Challenge

OFFICIAL CONTEST RULES

How to enter

Obtain the "SCORE BIG OR STAY HOME" secret password inside the September 1993 issue of Nintendo Power® magazine/Vol #52. (After October 15, 1993, you may get the password by calling the Konami Hint & Tip Line at 1-900-896-HINT(4468). There is a 70-cents per minute charge. The average cost of a call is $1.40. A touch-tone phone is required. Callers under 18 years of age must obtain parent's permission before calling. 900-number operated by Konami (America) Inc., 900 Deerfield Parkway, Buffalo Grove, IL 60089, 708-215-5111). The password allows you to participate in the contest and play the Pro Team "Match Up" level of NFL Football for the Super NES by Konami (America) Inc.

Before you match skills with the Konami "Pro Team," you might want to practice regular game play by following the instructions provided in the Super NES NFL Football Manual.

Once in the Pro Team "Match Up" level, develop your skills as player for the Seattle Seahawks until you have run up your best score against the Konami "Pro Team."

NOTE: To qualify you must beat the Konami Pro Team. Winners are based upon the largest point spread of scores received.

Photograph your best score obtained, as it appears on the "Final" game screen at the end of a Pro Team "Match Up" game. Sign back of photograph. Use photography guidelines that follow.

Complete the Official Entry Form in this manual...and mail it in an envelope, with the photograph of your score, to: "SCORE BIG OR STAY HOME" CONTEST, P.O. Box 23565, Milwaukee, WI 53224.

IMPORTANT: Write the final score of the Pro Team "Match-Up" on the outside back flap of the envelope, or your entry will be disqualified.

Entries must be received by November 30, 1993.

ENTRY QUALIFICATIONS

Submit entry with Official Entry Form only. Mechanical reproductions will be not be accepted.

All entries and photographs become property of Konami (America) Inc., and none will be returned.

Winners will be notified by mail on or about December 15, 1993.

Entries will be void if the judges determine that: (a) the submitted photo is altered, fraudulent, illegible or mutilated in any way; or (b) the score was achieved by tampering with the Super NES NFL Football video game, or by using the game in an improper or fraudulent manner; or (c) the score was obtained through the use of "Game Genie." Konami may terminate this contest if security or integrity of the video game is impaired.

By entering, participants warrant and represent that they have properly and personally achieved the submitted score in compliance with the Pro Team "Match-Up" playing instructions and that the submitted photograph accurately reflects their score. Konami reserves the right to: (a) verify the winner's score by having the winner play the game again; and (b) prosecute violators to the fullest extent of the law.

Konami (America) Inc. is not responsible for late, lost, damaged, illegible, incomplete, misdirected, mutilated or postage-due mail...or for computer software or hardware errors or malfunctions.

Guidelines for photographing score

IMPORTANT: Submit only original photographs. (Photos published in mass media, drawings or slides are not acceptable.)

Turn off lights in room while screen displays score. "Pause" screen, if necessary.

For best results, if available, use a 35mm camera. **Do not** use a flash.

Photo must be no smaller than 3"x5" and no larger than 5"x7".

If photograph is illegible, entry will be disqualified.

NOTE: These are guidelines only. Konami is not responsible for illegible photos.

CONTEST PRIZES

Grand Prize: The contestant with the largest point spread wins a trip for two (2) to the 1994 NFL Pro Bowl in Hawaii, on February 6, 1994. Trip for two includes: round-trip coach airfare from commercial airport closest to the winner's home, double occupancy (or two single rooms, if requested) hotel accommodations for two (2) nights, transportation to and from the hotel and Pro Bowl, and $200 total cash spending money per couple. All meals, taxes, gratuities, and other expenses not specified herein are the responsibility of the winner. Minors will be required to travel with a parent or legal guardian. Grand prize won by minor will be awarded to parent or legal guardian. Trip must be taken on weekend of February 6, 1994. Trip, tickets, and activities subject to availability. Cash value: $3,224.

First Prize: The next five (5) contestants with the largest point spread will each win an autographed Official NFL Football...signed by the NFL player, if reasonably available, of each winner's choice. (Konami reserves the right to substitute prize based on player availability.) Cash value: $50 each.

Second Prize: The next 10 contestants with the largest point spread will each win a NFL Team Poster...for the team of each winner's choice. (Konami reserves the right to substitute prize based upon poster availability.) Cash value: $10 each.

Total cash value of all prizes: $3,574.

PRIZE QUALIFICATIONS

Limit one (1) prize per family or household. No substitutions or transfer of prizes permitted.

Winners and guests may be required to sign an Affidavit of Eligibility and Release From Liability, which must be returned within 10 days or prize will be forfeited. Unclaimed or forfeited prizes will not be awarded.

By entering the contest, winners consent to all contest rules and grant permission for their name, biographical information and photograph (modified or edited), and/or likeness, to be used for advertising and promotional purposes without additional compensation or further consent.

Winners will be required to pay all taxes.

To determine winners in the event of a tied score, tied contestants will be required to submit a 50-word or less essay on the topic, "Why I should be a SCORE BIG OR STAY HOME winner." Entries will be judged equally on originality and creativity by an independent panel of writing experts. Tied contestants will have 10 days from date of receipt of notification to submit compositions. If there is a tie in the essay contest, duplicate prizes will be awarded.

Judging of game scores will be by The Merchandise Center, an independent judging organization whose decisions are final.

ELIGIBILITY

Contest open to U.S., Puerto Rico and Canada residents. Void in Vermont, Maryland, Quebec and where prohibited.

Employees of Konami (America) Inc., its affiliates, subsidiaries, retailers, distributors, agencies, August, Bishop & Meier, Inc., and the immediate families of each are not eligible.

Contest subject to all federal, state and local laws.

Contest entrants release Konami (America) Inc., August, Bishop & Meier, Inc., their agents and assigns from any claims, losses or damages resulting from the receipt and use of prize awards.

WINNERS LIST

For a list of winners and their scores, send a self-addressed, stamped envelope to: SCORE BIG OR STAY HOME Winners List, P.O. Box 83167, Milwaukee, WI 53224.

Requests must be received by February 28, 1994. Do not include request with contest entry.

Consumer support

If you feel lost, or just need a boost, don't worry! There is help available. You can try our Game Hint and Tip Line.

Konami Game Hint and Tip Line:
1-900-896-HINT (4468)

- 70¢ per minute charge
- Touch tone phone required
- Minors must have parental permission before calling

Warranty information

If you experience technical problems with your NFL™ Football game pak, try our Warranty Services number:

(708) 215-5111

KONAMI®

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